DYNACOMP

CHOMP-OTHELLO

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CHOMP-OTHELLO

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Rochester, NY 14618

CHOMP-OTHELLO consists of two games combined into one
program. CLOAD and RUN the cassette version or RUN
"D:CHOMPELO" from the diskette. After the program is
LOADed and RUN, you will be greeted by a menu display.
You will now be able to select either the game of CHOMP
or OTHELLO, or you could exit the program. Choose your
option from the menu by typing '1' to play CHOMP, '2'
to play OTHELLO or '3' to end. You need not use the
RETURN key to enter your selection.

CHOMP:

This game is played on a board of up to nine rows and
nine columns. The player will choose the size of the
board by answering the prompts "HOW MANY ROWS?" and
"HOW MANY COLUMNS?". This creates a big cookie R rows
high and C columns wide. In the upper left corner of
the cookie is a poison square (P). The one who chomps
the poison square loses.

To take a chomp, type the row and column of one of the
squares of the cookie. All of the squares below and
to the right of that square (including that square too)
will disappear - chomp!

OTHELLO:

OTHELLO is played on an 8 by 8 board. Your squares
will be filled with the color blue and the computer
player will use the color orange. The object of the
game is to place a piece on the board so that a
horizontal, vertical or diagonal line of pieces is
created with your color on both ends and the computer's
within. This will cause the surrounded computer
squares to be captured and flipped over to your color.
You must try to capture at least one of your opponent's
squares on every move. If this is not possible, press
the space bar to forfeit your move.

When it is your move, a cursor (-) will appear in the
upper right square. Move it to the desired place on
the board using the arrow keys. Do not hold the CTRL
key. Just press the arrow key that will move the
cursor in the desired direction. When you reach the
place where you want to move, press the OPTION, SELECT,
or START buttons. You can also use a joystick in the
first port position and use the trigger button to fill
in your move.

As the game begins, the four center squares are filled
in. Two will be orange and two will be blue. The
computer player has two levels of play. You will be
asked if the computer should play its best strategy.
Respond with 'Y' for yes or 'N' for no. The computer
will play a better game if you type Y. You will then
be asked if you want to take the first move. Again,
respond either 'Y' or 'N'.

You may take as much time as you desire to consider
your move. When the computer player is "thinking", the
words "IT'S MY MOVE" will appear at the bottom of the
screen. The inverse video will make short blinks just
to let you know that something is happening. The logic
of the computer player was designed to have the
computer's move made within the shortest period of time
and still play a competitive game. In most cases, the
computer's move will be made in 10 to 15 seconds. In
order to make this possible, some random choices are
made. The net effect of this will be that your
opponent will play better in some games than in others.
When the computer's best strategy has been selected,
most average players will find a worthy opponent.
Beginners should respond 'N' when the program asks if
the best strategy should be played. In either case,
you will find that the computer player generally makes
very good moves and on occasion, some poor moves.
This creates the effect of playing different opponents
in every game.